STAR WARS*®: RETURN OF THE JEDI*™ DEATH STAR*® BATTLE

Relive the exciting exploits of LANDO CALRISSIAN in this fast-action game based on scenes from RETURN OF THE JEDI. The DEATH STAR, once destroyed, is now being rebuilt by the Imperial forces. As pilot of the MILLENNIUM FALCON, you must maneuver your way through the enemy's moving force field and destroy the DEATH STAR—this time for good! But TIE INTERCEPTORS pursue you from every angle and try to shoot you down. You'll need split-second timing to avoid danger and accomplish your mission. 1 or 2 players

Atari Video Computer System
(graphics shown)
Sears Video Arcade

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STAR WARS*®: RETURN OF THE JEDI*™ EWOK ADVENTURE*™

You take the role of an EWOK in this thrilling game based on scenes from RETURN OF THE JEDI. Now a member of the Rebel cause, you must hang glide over dangerous territory in order to reach the Imperial shield generator. Your mission: to blow it apart! But as you swoop through the forest, IMPERIAL STORMTROOPERS, AT-ST's and BIKER SCOUTS will try to shoot you down. Hurl rocks at the enemy as you avoid their fire and close in on the shield generator. 1 or 2 players

Atari Video Computer System
(graphics shown)
Sears Video Arcade

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Rules for the "EWOK ADVENTURE" Game

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I. OVERVIEW

You are now an EWOK, and have volunteered your services to the Rebel cause. Your home planet, ENDOR, is being threatened by the evil forces of the EMPIRE, who have built a shield generator on the surface which is used to protect the DEATH STAR, being constructed above ENDOR. The REBEL ALLIANCE needs to destroy the shield generator before the DEATH STAR can be attacked.

Your EWOK specialty is in the HANG GLIDER corps; you are an ace HANG GLIDER pilot, and you must use your expertise to fly through the forest, killing your enemies when you have to, and drop a load of explosives into the shield generating bunker, which blows it sky high.

The mission is one wrought with peril - you must master the art of hang glider flying, you must dodge fire from enemy LASER CANNONS, you must search out rock piles and explosives to use against your enemies, and you must finally fly through the doors of the bunker in order to blow it up. But the rewards are great: If you can prove your expertise, you may be made an honorary TRIBE MEMBER! and know that you have done your share in war against the EMPIRE.

II. FLYING YOUR HANG GLIDER

Flying hang gliders is not easy. You must constantly balance your altitude so that you do not crash into the ground. Notice that there is a shadow underneath the glider which shows you how high you are flying. If the shadow disappears, watch out! You are flying perilously close to the ground and are about to crash.
The JOYSTICK controls work like this:

(1) With the 'A' difficulty switch in the 'A' setting:

DOWN on the stick makes you dive and gain speed.
UP on the stick makes you climb and lose speed.

NOTE: If you go too high, you will stall, which means you start flying backwards and losing altitude. You can recover from a stall by going into a dive, (pulling DOWN on the stick) and now flying normally.

LEFT and RIGHT make you bank your glider in those directions.

(2) With the 'A' difficulty switch in the 'B' setting:

DOWN on the stick makes you climb and lose speed until you stall.
UP on the stick makes you dive and gain speed.
LEFT and RIGHT make you bank in those directions.

Notice that you can fly in a complete circle if you want to and can cross screen boundaries at will. Crossing a screen boundary puts you into the next screen over.

Here are the ways you can lose a glider:

(1) By crashing into the ground (shadow disappears).
(2) By being shot by a BAD GUY.
(3) By crashing into the mountains at the beginning or end of the world.
(4) By flying too low and hitting BAD GUYS. If you are high enough, you can fly OVER the BAD GUY's heads.
(5) By trying to fly into the BUNKER without any explosives.
(6) By missing the doors of the BUNKER and flying into it sides.

II. BAD GUYS

There are three types of BAD GUYS on ENDOR. They are all dangerous but can be killed with a single well-placed rock.

(1) TROOPERS are the white-clad foot soldiers of the EMPIRE. They are the most numerous of the enemy and get you 100 points when you hit them.

(2) ATST's (WALKERS) are the large two-legged scout walkers. They are worth 250 points and can be ridden. (See Section IV)

(3) The Flying Motorcycles are worth 400 points because they are the fastest moving and narrowest enemy.

III. BACKGROUND OBJECTS.

(1) The BUNKER is your goal. You must fly through the doors (in the center of the screen - not too high or too low - whilst carrying the explosives) in order to complete your mission. You get 2000 points for blowing up the BUNKER.

(2) ROCKS are your ammunition against the BAD GUYS. In order to pick up rocks, you must swoop low over the piles. You get more rocks the slower you are going over the piles - but you can only carry 9 rocks at a time. You get a single point for every rock you pick up.

(3) EXPLOSIVES are the red boxes. Like rocks, you have to

fly low over them. When you pick up explosives, you get 50 points and you score band changes from BLUE to YELLOW to indicate that you are now 'ACTIVE'. If you lose a glider, you also lose any explosives you were carrying at the time - and so must go back and pick some up again.

(4) MOUNTAINS show the beginning and ending of the valley wherein the game is played. You cannot fly over the MOUNTAINS, so if you see them turn around and fly in the other direction.

(5) TREES do not harm or help you.

(6) THERMALS (the green flowing swirls) indicate columns of rising hot air. Flying over the THERMALS will give you a boost in altitude and so are very useful when you are flying too low. You can also get a boost in altitude by flying over the flames of explosions from blown-up BAD GUYS.

(7) RIVERS segment the world into various parts. When you crash a glider, the EWOK jumps out, dusts itself off and runs backwards towards the nearest river where he has hidden another glider. It may be useful to count the number of rivers from the beginning of each game to the BUNKER, so that you know how far you have to go.

(8) The SCORE BAND at the top of the screen shows the current player's score and in between turns, it shows which player's turn is next.

(9) The STATUS BAND at the bottom of the screen shows
    (1) The number of gliders you have left.
    (2) Which direction the BUNKER is from you (an arrow)
    (3) The number of rocks which you have left.

IV. RIDING A WALKER

When you get good at flying the glider, you may be able to actually land on top of a WALKER and take it over for several seconds. This gives you many advantages:

(1) You get 1000 points.
(2) You cannot be shot down by enemy fire.
(3) You can fire unlimited amounts of bullets.
(4) You can blow up the BUNKER without having any EXPLOSIVES with you.

To ride a WALKER, you must be flying pretty high (25-35 lines). The glider disappears, and a black-and-white flashing WALKER takes its place for a few seconds. When your ride is over, you get your glider back at its original altitude and speed. Riding WALKERS is a good thing to try to do.

V. THE GAME VARIATIONS

There are four games for one- or two-players. The games increase in difficulty and progress automatically from one skill level to the next.

GAME ONE - FLYING SCHOOL -
In this game, the BAD GUYS do not fire at you. The speeds are slower and the world is only about 12 screens long.

GAME TWO - APPRENTICE EWOK -
In this game, the BAD GUYS start firing their laser cannons at you. You should start to use the thermals to keep yourself aloft. The world is about 25 screens long.

GAME THREE - EWOK PILOT -
In this game, the BAD GUYS are getting aggressive about shooting you down. Watch out for them. Also, rocks and explosives are getting harder to find and your descent rate is making it hard to stay aloft. Use the THERMALS! Thw world for this game is about 35 screens long.

GAME FOUR - ACE EWOK PILOT - BATTLE FOR ENDOR!
This is the real battle for ENDOR. The BAD GUYS are mean, and flying your glider becomes a tricky matter of balancing your height while looking for the ROCKS and EXPLOSIVES which you need to fulfill your mission. But, to the victor, go the spoils; If you successfully complete this round, the words 'TRIBE MEMBER!' appear on the screen for everyone to see. You are indeed an honorary TRIBE MEMBER with all the duties and privileges you are entitled to. Now, you must try to go for the really big points!

The two player games (5-8) are just games 1-4 for two players, the computer will tell you when it is your turn.

You start out with four gliders and six rocks and get an extra glider every 10,000 points.

To re-start any particular game, simply hit either of the joystick buttons. To start you turn, hit your button. Player ONE uses the LEFT JOYSTICK, PLAYER TWO uses the RIGHT JOYSTICK.

Good Luck and May the Force Be With You!